

CEREBRAL NEBULA

Volume One, #1

11 March 1967

INTRODUCING the newest Diplomacy zine. The CEREBRAL NEBULA is a journal of Postal Diplomacy run solely by Seattlites in the hope of expanding the Diplomacy world and run a number (whatever that is) of regular and variant Diplomacy games.

SPECIAL THANKS to Derek Nelson, Dan Brannan, and John McCallum for laying the foundations of the Postal Diplomacy cult in Seattle. Without them I might never have risen to the title of "an obscure Diplomacy player. Thus, they are indirectly responsible for this zine, don't be too rough on them.

*** FEES ***

FEES for all games, variant or otherwise, is \$2.00 .

Team games are \$1.00 for each player involved.

Subscriptions are \$1.00 for 10 issues.

Single copies are 10¢ each as well as back copies.

* Players in games receive the zine free as long as the game is in progress.

*** VARIANT GAMES ***

If we receive sufficient response, there should be at least one regular game going by next issue. ANYONE who receives this issue is asked to sign up for that game. No more than two players may enter from one area and those two players will be in a position where they will not be able to move in concert at the start.

THE CEREBRAL NEBULA has learned of two new zines soon to come out. Well, no sooner do I look in the mailbox than I find one already here. Larry Peery will be editor of XENOLOGIC. This zine will offer regular games at \$2.00 and a number of excellent variant games at \$3.00 (including Brave New World and CHAOS 1300A.D., which only Larry could have thought of.) When Mr. Peery is not raving over San Diego, soliciting enrollment at San Diego State College, or idolizing McNamara he may be reached at:

XENOLOGIC

c/o Larry Peery
5834 Estelle St.
San Diego, Calif. 92115

The other new zine soon to be out is XENO (not to be confused with Xenologic run by Charles Brannan and the whole Berkeley group. This zine will run a 3-D Space Warfare game inspired by Star Trek. When it comes out it should be quite an innovation. For more information contact:

XENO

c/o Charles Brannan
3044 A Telegraph Ave.
Berkeley, Calif. 94705

Remember, UFO's are there only if you care.



GERERAL NEBULA House Rules for Postal Diplomacy

1. All rules as stated in regular "Diplomacy", by Allan Calhauer, will be adhered to except when they are not suited for Postal Diplomacy or there are ambiguities in the original rules.
2. The assignment of countries is by lot, unless otherwise stated.
3. The deadline of moves is 6P.M. of the given date at current Seattle time.
4. Any moves open to more than one interpretation, will be treated as stand orders.
5. If no orders are recieved, all units will stand. Should they be dislodged they will be removed from play.
6. All moves must be signed by player. Any attempt to fool gamesmaster will result in the expulsion from any of GERERAL NEBULA's games.
7. A player who drops from a game will not be replaced by the gamesmaster. A replacement player sponsored by the resigning player will be accepted however.
8. Press releases will be accepted as long as they are in good taste. The editor reserves the right to edit material or shorten it.
9. The first player to have a majority of units wins.
10. The "Koning Rule" will be used. X When a unit is dislodged, any attack made by that unit is null and will not hold off a unit entering the province it was dislodged from.
11. Support is not cut by an attack from that same country.
12. Should two or any number of units retreat to the same place, they will be removed from play.
13. The "Chalker Rule" will not be followed.
14. Ruling of the gamesmaster will be final.
15. The Coastal Crawl is allowed, i.e., F Port.-Spa. (n.c.), F Spa.(s.c.)-Port.
16. No units may exchange places, by fancy convoy or otherwise.
17. Should a majority of players in a game disagree with any of the above rules, they will be altered for that game (the gamesmaster must still give his blessing).
18. These rules are subject to change by the gamesmaster but not on an ex post facto situation.

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Complete discussions of the above rules are available in Graustark, Stab, and Broddingnag.

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"Till the drums of war throb'd no longer, and
the battle-flags were furled,
In the Parliament of man, the Federation
of the world."

- Tennyson

PREVIEW OF COMING EVENTS

The GENERAL NEBULA will carry any variant with the consent of its creator. Thus if enough interest is created for a certain variant, we will run it in our mine.

Right now I'm in the process of ironing out the wrinkles (would you believe crevasses) in my own variant, Nuclear Diplomacy. I'm trying to make the nuclear part secondary to the actual game (land movement, etc.)

A list of the current Diplomacy mines should also be coming out shortly (notice I said should.)

*** STAFF***

The GENERAL NEBULA is run by a group of Seattle Diplomacy players. Any correspondence should be directed to the editor.

Editor: Greg Long 3526 S.W. 112
Seattle, Wash. 98146

Assist. Ed.: Doug Beyerlein (ha!)

Bill Steward
Greg Long Gamemasters (hmm)
Doug Beyerlein

Friends: Doug Baker, Mark Miller, Alan Forschler, and others

If you notice Greg's many errors we will try to correct them in the future. - Doug Beyerlein
((SICK ed.))

/ YEs, I do agree the editor is SICK?/

As you can see at this point we are only trying to fill in space. This is only because we have nothing else to do.
No, I (D.C.B.)

NEXT

At this point Doug Beyerlein has been given a severe verbal lashing!

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The following space has been provided for free advertising.

(More free advertising space)